## IN THE CLAIMS

1. (Currently Amended) A method ~~for automatically configuring an electronic device,~~ comprising:

receiving at an electronic device a command identifying first data;

automatically determining a property of the identified first data;

automatically identifying an executable from the determined property; and

operating on the identified first data using the identified executable.

2. (Original) A method as claimed in claim 1, wherein the determined property of the identified data indicates a content type.

3. (Currently Amended) A method as claimed in claim 1 ~~or 2~~, wherein the command contains an identifier of the first data.

4. (Original) A method as claimed in claim 3, wherein the identifier identifies a node of a hierarchical nodular data structure.

5. (Original) A method as claimed in claim 4, wherein the command is an exec command and the identifier is a URI contained within a source element, which is contained within the *exec* command.

6. (Currently Amended) A method as claimed in ~~any preceding~~ claim 1, wherein the command is received as XML code.

7. (Original) A method as claimed in claim 6, wherein the command is a SyncML command.

8. (Currently Amended) A method as claimed in ~~any preceding~~ claim 1, wherein the identified first data is stored at the mobile device.

9. (Original) A method as claimed in claim 6, wherein the identified first data is stored as a first leaf node of a hierarchical nodular data structure.

10. (Original) A method as claimed in claim 9, wherein each leaf node of the hierarchical nodular data structure has properties and the step of determining the content type uses the properties of the first leaf node.

11. (Currently Amended) A method as claimed in claim 9 ~~or 10~~, wherein each leaf node of the hierarchical nodular data structure has metadata and the step of determining the content type uses the first leaf node's metadata.

12. (Currently Amended) A method as claimed in ~~any preceding~~ claim 1, wherein the step of determining the content type uses the value of a Format element and/or the value of a Type element associated with the first data.

13. (Currently Amended) A method as claimed in ~~any preceding~~ claim 1 further comprising associating a plurality of different executables with each of a plurality of different properties.

14. (Original) A method as claimed in claim 11, wherein the step of automatically identifying an executable from the determined property comprises identifying the executable associated with the determined property.

15. (Currently Amended) A method as claimed in claim 13 ~~or 14~~, wherein the plurality of different executables are stored in the electronic device.

16. (Currently Amended) A method as claimed in ~~any preceding~~ claim 1, further comprising, before receiving the command identifying the first data, receiving commands for creating a hierarchical nodular data structure including the first data at the electronic device.

17. (Currently Amended) A method ~~for configuring a mobile cellular telephone~~, comprising:
transferring code comprising a command to ~~a mobile cellular telephone~~ an electronic device, wherein the command identifies a first leaf node of a hierarchical nodular

data structure;

determining a property of the identified first leaf node;

identifying an executable from the determined property; and

operating on data stored at the identified first leaf node using the identified executable.

18. (Currently Amended) A method ~~for configuring a plurality of mobile cellular telephones~~, comprising:

~~transferring~~ receiving re-usable code ~~to a mobile cellular telephone~~ at an electronic device wherein the code comprises:

    commands for creating at the electronic device a hierarchical nodular data structure, having leaf nodes and interior nodes, that comprises first data stored at a first leaf node; and

    a first command identifying the first leaf node;

determining a property of the identified first leaf node;

identifying an executable from the determined property; and

operating on the first data stored at the first leaf node using the identified executable.

19. (Currently Amended) ~~A mobile cellular telephone arranged for automatic configuration~~ An electronic device, comprising:

~~means~~ a memory for storing first data;

~~means~~ a receiver for receiving a command identifying the first data; and

~~means for determining~~ a processor, operable to determine a property of the identified first data;

~~means for identifying~~ identify an executable from the determined property; ~~means for operating~~ and to operate on the identified data using the identified executable.

20. (Currently Amended) A mobile cellular telephone as claimed in claim 19, ~~further comprising: means~~ wherein the receiver is for receiving set-up code; and ~~means for interpreting the received~~ the processor is operable to interpret the received set-up code to create a hierarchical nodular data structure, having leaf nodes and interior nodes, that comprises a first leaf node storing the first data.

21. (Currently Amended) A mobile cellular telephone as claimed in claim 20, ~~further comprising means for interpreting~~ wherein the processor is operable to interpret a first command within the received set-up code to determine a property of the leaf node identified by the first command.

22. (Currently Amended) A data structure ~~for re-use in setting-up different mobile cellular telephones~~, comprising:
code identifying first data and specifying execution of an unidentified executable on the first data.

23. (Currently Amended) A data structure as claimed in claim 22, wherein the code further specifies the transfer of the first data to ~~the mobile~~ an electronic device.

24. (Currently Amended) A data structure ~~for re-use in setting-up different electronic devices~~, comprising:
> commands for creating at an electronic device a hierarchical nodular data structure, having leaf nodes and interior nodes, that comprises first data stored at a first leaf node; and
> a first command identifying the first leaf node that specifies execution of an unidentified executable on the first data stored at the first node.

25. (Currently Amended) A ~~server for storing and transmitting the~~ method, comprising: using a data structure as claimed in claim 22~~, 23 or 24~~.

26. (Currently Amended) A ~~system for creating a data structure for re-use in~~ method comprising: setting-up ~~different~~ an electronic devices~~, comprising:~~
~~means for associating each one of a plurality of user friendly commands with different code portions, each of which includes one or more commands~~ using a data structure as claimed in claim 22.

27. (Currently Amended) A ~~system as claimed in claim 26, wherein a first user friendly command is associated with XML code~~ method comprising ~~only a SyncML~~

~~Add command~~: re-using the data structure as claimed in claim 22, to set-up different electronic devices.

28. (Currently Amended) A ~~system as claimed in claim 26 or 27, wherein a second user friendly command is associated with XML code comprising a SyncML Add command followed by a SyncML Exec command~~ server for storing and transmitting the data structure as claimed in claim 22.

29. (Currently Amended) A system ~~as claimed in claim 26, 27 or 28, wherein a third user friendly command is associated with XML code comprising a SyncML Add command followed by a SyncML exec command followed by SyncML Delete command~~, comprising: means for creating a data structure for re-use in setting-up different electronic devices by associating each one of a plurality of user friendly commands with different code portions, each of which includes one or more commands.

30. (Cancelled)

31. (New) A system as claimed in claim 29, wherein a first user friendly command is associated with XML code comprising only a SyncML Add command.

32. (New) A system as claimed in claim 29, wherein a second user friendly command is associated with XML code comprising a SyncML Add command followed by a SyncML Exec command.

33. (New) A system as claimed in claim 29, wherein a third user friendly command is associated with XML code comprising a SyncML Add command followed by a SyncML exec command followed by SyncML Delete command.

34. (New) An electronic device, comprising:
means for storing first data;

means for receiving a command identifying the first data;

means for determining a property of the identified first data;

means for identifying an executable from the determined property; and

means for operating on the identified data using the identified executable.

35. (New) A method, comprising:

transmitting code identifying first data and specifying execution of an unidentified executable on the first data.

36. (New) A method, comprising:

transmitting commands for creating a hierarchical nodular data structure, having leaf nodes and interior nodes, that comprises first data stored at a first leaf node; and transmitting a first command identifying the first leaf node that specifies execution of an unidentified executable on the first data stored at the first node.

37. (New) A server, comprising:

a memory for storing a code identifying first data and specifying execution of an unidentified executable on the first data.

38. (New) A server as claimed in claim 37, wherein the code is for setting up an electronic device.

39. (New) A server as claimed in claim 37, wherein the code is for re-use in setting up different electronic devices.

40. (New) A server, comprising:

a memory for storing commands for creating at an electronic device a hierarchical nodular data structure, having leaf nodes and interior nodes, that comprises first data stored at a first leaf node, and for storing a first command identifying the first leaf node that specifies execution of an unidentified executable on the first data stored at the first node.

41. (New) Software, comprising:

means for automatically determining a property of a received command identifying first data;

means for automatically identifying an executable from the determined property; and

means for enabling the identified first data to be operated on using the identified executable.

42. (New) A computer program, comprising:

means for creating a data structure for re-use in setting-up different electronic devices by associating each one of a plurality of user friendly commands with different code portions, each of which includes one or more commands.